**GAME DESIGN DOCUMENT**

Point Greed



Who cares about the end of the world?

**Last Updated:**

3/10/23

**Prepared By:**

Christopher Fernandez

**TABLE OF CONTENTS**

Game Analysis 3

Mission Statement 3

Genre 3

Platforms 3

Target Audience 3

Storyline & Characters 4

Gameplay 5

Overview of Gameplay 5

Player Experience 5

Gameplay Guidelines 5

Game Objectives & Rewards 5

Gameplay Mechanics 5

Level Design 6

Control Scheme 7

Game Aesthetics & User Interface 7

Schedule & Tasks 8

# Game Analysis

This game is an idle game where the player will press a button to increase the point amount. When they get to a certain number of points, they will unlock more of the story. They will begin with a basic knowledge of what they should do, then they’ll realize what’s really happening and get a choice of what to do next.

# Mission Statement

In 1-2 sentences, explain the game as if you were pitching it to potential players. This should be very intriguing. It typically includes the title, genre, platform, and brief idea of what the player does or has to overcome. Point Greed is an idle game on PC that will make you choose what to do. Your basic goal is to collect points, as many as you can, but there’s a dark truth behind the points.

# Genre

Idle game

# Platforms

PC

# Target Audience

The target audience are people who enjoy idle games and games that are more story focused than skill focused.

# Storyline & Characters

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Assistant | This is an NPC that tells the player the basic function of the game and reveals more of the world to them. | They’re good at talking and persuading. |  |

# Gameplay

## Overview of Gameplay

PC Idle games often have the player click multiple buttons in order to progress the game. This game utilizes that but instead has the player click one button to keep them focused on the points. There will only be a single player mode.

## Player Experience

You will see a screen that will have the number of points they have and a button to increase that amount. When there’s dialogue, the screen becomes slightly greyed out and a white text box with black text appears. There is a continue button above it so the player can progress to the next dialogue. Eventually a bar showing how certain the end of the world is will appear with buttons to have the player leave or stop the end.

## Gameplay Guidelines

Not much visually, just text. No cursing or vulgar statements.

## Game Objectives & Rewards

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| Points increase | The world ending becomes more certain | Normal |

## Gameplay Mechanics

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Player | They can press various buttons to continue the game. |
|  |  |
| **Game Modes** |  |
| SinglePlayer / Normal | Get as many points as possible. Once they get enough or press a special button, the game will end |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Points | They press a button and get more points to the amount they have. The more points, the closer they get to ending the game. |

# Control Scheme

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| Mouse left click | Selects button it’s currently on. |

# Game Aesthetics & User Interface

The game only has basic text, buttons, and meter bars. The more the player clicks the point button, the world ending bar gets more red.

The point amount will be in the middle of the screen with the point increasing button slightly under it. When the text box appears, it will be at the bottom of the screen and will be white with black text. A continue button will be slightly above it. A bar showing how certain the world ending will eventually appear in the top right corner of the screen. The more certain the end is, the redder it becomes. There will be two buttons, one to have the player leave and end the game, and the other to have the player stop the end from coming closer.